MS539

Final Project – UI

Cryptid Corral

# Change 1

Reduced font size globally.

## Reasoning

Even at the standard 1080p resolution on a moderately-sized monitor the button, dialog, and header fonts were all too large. It wasn’t obnoxiously so, but it was large enough that the Viewbox element would frequently need to resize the TextBlock with default English food and training strings, resulting in a common case of adjacent buttons having different font sizes. Overall, it was a really bad look to have buttons with inconsistent font sizes intermixed.

# Change 2

Header Menu added to replace the previous Canvas element.

## Reasoning

The previous header Canvas was not dynamic and did not have a consistent style. The new header bar using the Menu element takes up less space, looks better, and affords the ability to easily add the two new functions that were added this week: an inventory viewer and a training viewer. These functions were super easy to add with a Menu as they’re just MenuItems denoting the categories filled with MenuItems denoting the inventory entries. This isn’t a *standard* use of the Menu element, but since I’m not making a standard application there aren’t really any commands that need to be exposed through a menu bar.

# Change 3

Scrollable dialog box.

## Reasoning

The previous dialog box would wrap effectively and could display any pre-defined string in the project with no problem, but upon implementing the Coliseum functionality and logic for adding mass training points to the player’s cryptid it was obvious that the dialog box needed help. Inserting a simple ScollerView element around the dialog box’s TextBlock element and having the SetLabel() method call ScrollToTop() when the label is updated means that in most normal cases there is no discernable UI change, but also that the player will never get into a state where they’re missing critical information because it falls out of the bottom of the dialog box.